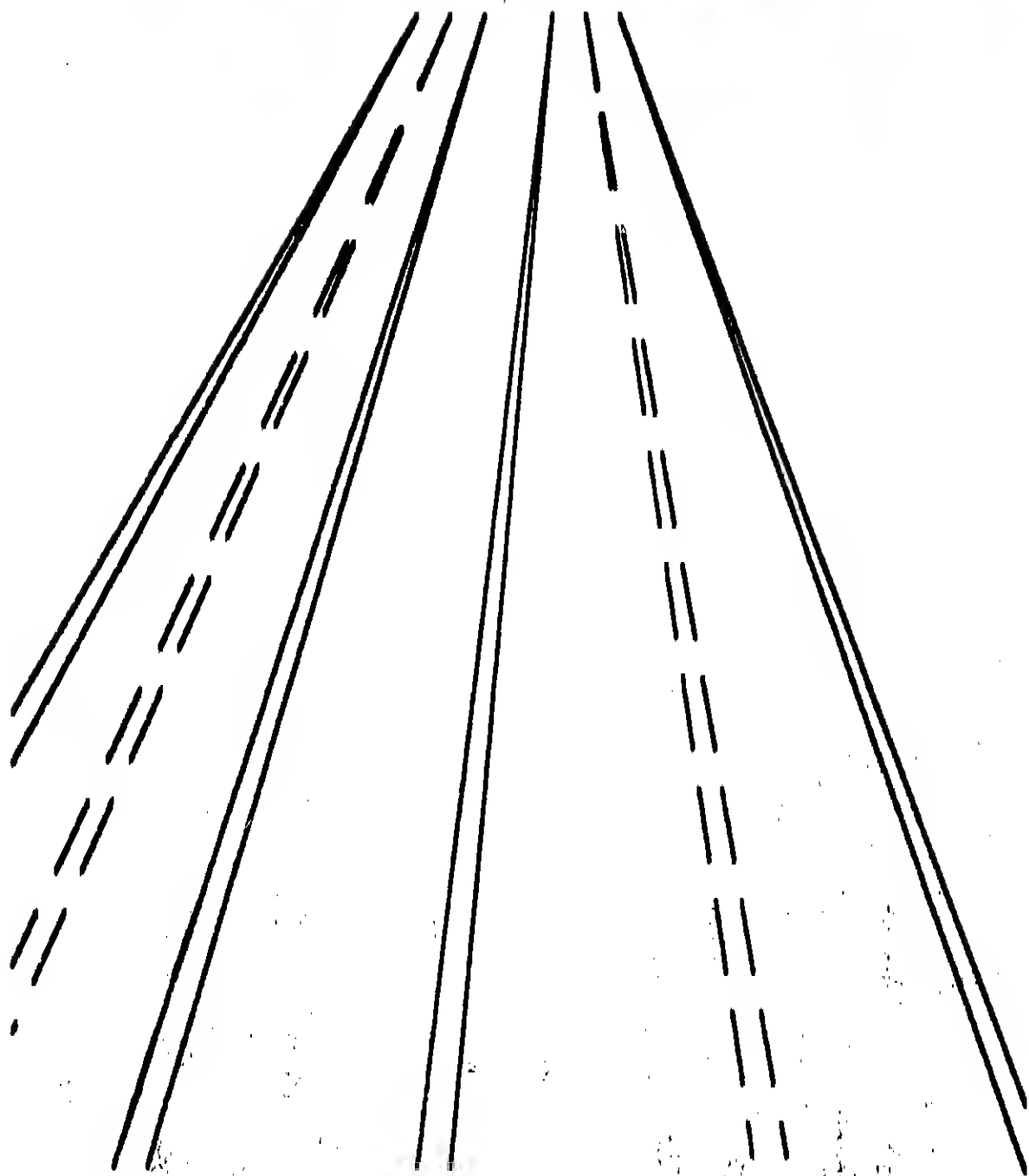


DOT HAPPY



DOT HAPPY - ISSUE # 2 - 26MAR81

Dot Happy is a gamezine dedicated to the play of postal Diplomacy. Diplomacy is a war game invented by Allan Calhamer and presently owned by the Avalon Hill Game Company.

Dot Happy is published monthly by Allen Wells (phone: (617) 494-9147) for the subscription rate of \$50 per issue. Game fees are \$5.00 with a \$5.00 refundable NMR deposit. There is presently one game opening. Subscriptions are regarded as a lump sum out of which issue cost is taken, so if rates do go up present subscriptions will be affected. Advance warning will be given of any rate increase. You may cancel your subscription at any time for any reason and the balance of your sub will be refunded.

Hello!

I see no lynch mobs after DH#1, so I am going to come out of my hole and put out DH#2. Seriously, putting out something like this that takes a lot of your effort and creative ability (not to mention money) and it can be a harrowing experience as you wait for the first letters to arrive so you can decide whether to hide under the bed or come out to take the credit. I thank all of you for your words of support. When it all comes down to it, that is what makes putting out a zine worth while. I am certainly not going to make any money off this, and I pay for trades out of my own pocket (as most GM's seem to do, contrary to a popular notion), so it's not worth it to me unless it is worth it to you. Do the hobby a favor, send a nice note to a GM today!

I have been especially pleased with the plugs for DH that I have been getting from other pubbers. Most have been very good, and I thank them all for spreading the word.

Of more than passing interest to us all has been the recent raise in the postal rates. Needless to say, all players now know that a letter is \$.18 and a postcard is \$.12, but of note to publishers, and thus subbers, is the following increases:

Two ounces, First Class:	28 -> 35
Two ounces, Third Class:	20 -> 35

Hmmm... Not quite as benign as one might think. The only rate break that a publisher can possibly get now is for second class, and you have to have a sub list of at least 200 for that. It looks like postage will be taking an ever larger chunk out of all of our pockets, especially if what I hear about the PO filing for yet another rate increase is true...

More on the workings of the PO later.

One thing that struck me was that while in the poll everyone said that NMR insurance is a good idea, very few people have signed up for it. I highly recommend that you do. You don't lose anything if you don't NMR!!!

By the way, I have had a few people ask me a little more about my background, one example was a person who asked me if I was a vet since I used military dates.

Well, I am hardly a vet at 22, but I did get 'exposed'. My dad was in the Air Force, so I ended up moving around lots and never really had anyplace we settled down. Vermont is probably the closest thing I have ever had to home.

In fact, I just got my plates for my new car from Vermont. They say "DOT H"!

This Issue:

The response to DH#1 has been good, and the subscription list is up from 23 last issue to 43. Since I expect to be sending a reasonable number of samples out, I will continue with offset printing.

The samples seem to be pretty effective, I have been getting about one new subber for every two samples. Of course, the samples were being sent to a somewhat select audience.

In this issue you will find:

- clarifications and a talk on the problems of last issue,
- house rule clarifications and changes,
- a note on the notation,
- the game openings and standbys,
- the game adjudications,
- plugs and public services,
- results of the reader poll.

Unfortunately, you will not find any letter column or reader articles because I don't have any. Please, if you send a letter to me that you want me to print or respond to in print, say so, otherwise I assume that it is private. If you send me an article, I do extend sub credit for it.

Last Issue:

It seemed that even with all the explanations about sub rates I put into last issue, I still did not make myself clear. I AM NOT GOING TO CHARGE YOU RANDOM AMOUNTS FOR EACH ISSUE!! The sub rate is \$.50 per issue until I tell you otherwise. You will be given advance warning before I make any change in the sub rates. However, if sub rates do change, then this change will affect current subs as well as new subs. The reason I did this is because I could not find any reasonable alternative. The problem was that I did not know what size OH would be, or how often I would end up coming out, or exactly what it would cost. I am still not sure, although I have a much better idea.

It seemed to me that I could:

- Make you 'pay as you go' and not accept any large subs.
- Decide ahead of time what the sub would be and then stick to that and make the zine fit the price instead of the price fitting the zine.
- Charge more than I expected it would cost, so I would have 'room to grow'.
- Be ready to take a large loss whenever the costs increased due to present subs.

I didn't like any of these, so I decided to use the policy I have which allows me to charge you only the price of the zine as present, but allow me to pass any change in costs along without taking a drubbing.

I had a few problems with last issue, some of which I hope to have fixed by this issue. I lump these into two parts, printing and mailing.

Printing:

As you probably noted, and some of you tactfully tried to point out, in the last issue I sounded like a fanatic about the quality of printing, then when you look at the quality of print in the zine, it really isn't that great, at least, I was upset anyway. The problem, it turns out, is that I have worked for Xerox for too long. I set the zine up as if it was going to be copied xerographically, and it turns out that this doesn't work, for electrostatic offset printing. With the electrostatic offset, it is important for the darkness of the master to be about the same everywhere. In this case, the maps were much darker than the print. In order to keep the maps from overexposing too badly,

they underexposed the print. In laymens terms, the words copied too light while the maps copied too dark. I think that I have fixed this by getting some lighter maps for this issue. If this works, then I will make a large quantity of these lighter maps and everything will be fine. We shall see.

Mailing:

The first thing that I noticed was that it is very easy to have a zine creep over the one stamp point, and adding the address labels for the players put them over into the two stamp league. That doesn't bother me, since one of the reasons for the rather large game fee I have is to cover for things like this (although I didn't get very much in game fees for present players, but that is my tough luck, I don't mind losing some as long as it isn't too bad), but I suspect strongly that at some point in the future, DH will get to the point where I will have to put two stamps on it. Looks like a rate increase will be coming, probably sometime this summer.

To the mailing itself. I tried very hard to get DH#1 out as soon as I could. I got it all printed, except for last minute changes, the night before the deadline, and got it to the printers at 1PM the day of the deadline (Friday). I picked it up at 3PM, then quickly collated and stamped it to get to the mailbox by 4:45PM. The PO had told me the box was picked up between 5 and 6. OK, so I am walking to the box, and what should I see but the mail truck leaving. Burned.

Thus, the zines get picked up the next morning, but then it gets funny. They don't get postmarked till Sunday afternoon!?! And then they take 4 DAYS to get delivered, even to places nearby. First class mail is supposed to be 3 day maximum, and the diplomacy mail I get actually seems to get delivered within 3 days of the postmark. Burned again.

Well, I talk to some people in the hobby, and some more in the PO, and we come up with the conclusion that it must have gotten sent third class instead of first. OK, so I get a stamp that puts 'FIRST CLASS' on things, and stamp it all over a sample of DH and send it to a friend, this time getting it into the box a half hour earlier. It did get postmarked that day, but then it took 6 DAYS after the postmark to get delivered, and that was only from Boston to NY!!

Thus opens the saga of DOT HAPPY vs THE UNITED STATES POST OFFICE! My first plan of action is to get ammunition for my cause. A selected group of you will get two copies of this issue. One will be clearly marked 'FIRST CLASS', the other marked 'THIRD CLASS' (yeah, I know they cost the same now, but they are still different, or so they say ...). Both will have two covers on them so you can rip the outer cover off and have a copy that still has a cover. I want you to mark on the outer covers when you got them and mail them to me. If I find that the delivery is the same, then I will have the start of a case against them. I don't know if I can get better service, but I will sure as hell raise a stink!

In any event, I now have a little more patience when I don't get my zines as soon after the deadlines as I would like.

House Rules:

I have some changes and clarifications to make to the house rules. First, I have thought about it and I cannot see any real reason for my HR#6 (Must give nationality of any foreign support or convoy), and I can see some things I missed about orders, so replace HR#6 with:

6 Perpetual Orders (orders that give a fixed set of orders to be used in the future), Future Orders (orders for a season in the future), Third-Party Orders (orders that are given to a third party to be mailed, but with the signature of the player), Player Passwords (a special password that is required for ALL player-GM correspondence) and Conditional Orders (orders conditional on moves from a previous season, actual player in the case of a standby, or the correction of a GM error) are allowed. Note

that conditional orders must be specific (eg: "If Italy moves A Tyr-Pie" is specific, "If Italy attacks me" is not).

6.1 Joint Orders (orders that give the moves for two countries with both signatures), Code Word Orders (orders that state "if player X gives the code-word 'foo' use orders A, if he gives the code-word 'bar' use ..."), General Orders (orders which give a method for constructing orders, like "all my units will move east"), and Proxy Orders (giving another player permission to place orders for you) are not allowed.

HR's #11&23 have been amended as:

11 A game will end when either:

- one player gains 18 supply centers, or
- a concession proposal is agreed upon.

If the number of supply centers owned by each country remains the same for three consecutive game-years, the game will be declared a draw among all remaining players.

23 A standby list will be maintained for Dot Happy games. The standby list will be made public, and if you would object to someone on the standby list being called into your game (due to the possibility of cross-game Diplomacy) then a message to me will remove that person from the list for your game. Only two such removals are allowed per player per game.

Since I was not very clear, consider HR's #13&14 to be rewritten as:

13 Concession proposals received by the deadline for a move will be published with the game results for that move. Players have until the deadline for the next move to vote on these proposals. The vote must be unanimous for a concession proposal to pass. If I receive no vote from you, you are assumed to have voted favorably on the proposal, but if I get no vote from 1/2 of the players, the concession fails. Voting is done by secret ballot.

14 If multiple concession proposals pass, the play of the game will be suspended while a second vote is taken among the passing proposals. Since all of these proposals have passed, I assume that they are all acceptable, so if a majority of the voting players vote for the same concession, that proposal passes. Otherwise all concessions have failed and the game resumes.

Note that this says the same thing as before, just more clearly.

Additions to House Rules:

26 A unit given an impossible or ambiguous order to move may not move or be supported in holding. Examples are F Por-Natl, A Rom-New York.

Some clarifications:

HR #5 By orders being "messed up" I mean that it is possible that the wrong set of orders might be used (in the case of omitting the date) or that they might be misplaced (in the case of omitting the name). I will try to keep things straight, but I will not guarantee it.

HR #8 Any mistake not brought to the game-master's attention by the following season will stand.

HR #10 This is extreme, and I don't expect to ever have to use it. A possible example of this would be sending explosives through the mail to another player, calling a player continually at work in such a way as to endanger that player's job after being requested to stop, calling another player every 10 minutes at all hours of the night, in short, all the things that I expect none of you would do anyway, but it is nice to have a general purpose house rule to cover it if the need arises.

HR #15 Conditional press must have a precise condition (see the new HR #6), press

conditional on events like "If Italy attacks me" will not be used.

HR #24 I have received some flack about this one. I did not expect my standby list to grow as well as it has been growing, so maybe I could pull in a standby for any position. Does anyone have any strong preferences? If not, it will stay as is.

My special thanks to Bruce Linsey for his comments. I hope that the HR's are now stable enough that we don't have to worry about them.

Notation:

The notation I use has been surprisingly well accepted, despite the cautions from a couple of 'old hands' that the 4-letter sea codes would be strongly opposed. In fact, the 4-letter codes were strongly endorsed when people gave an opinion!

However, there is an old debate popping up here which I am going to take a firm stand on now.

In the last issue of Diplomacy Digest, Mark Berch says "Allen, Nor for Norway is a lousy idea". In contrast, Gary Coughlan told me "[your notation is good] ... even Nor is clearly Norway, if people use your notation." Clearly there is a difference in philosophy involved here. Please note that I am NOT trying to start a feud between Coughlan and Berch, I am just giving them as representative viewpoints. I got the same views from other subbers.

So, to make myself clear, here is my reasoning.

Generally, the reason for the dispute is that people could use Nor for NAF, NATL, NorS, or NSea, or Nor. I think that just by looking at the abbreviations here you can see why with my 4-letter sea codes, Nor for Norway is not nearly so ambiguous, three of the four main contenders are sea provinces and must have 4-letter codes. The other contender, North Africa, I would claim has much less claim to the title since North is the modifier to Africa, and the abbreviations I use always abbreviate modifiers. So ...

Let it be Known That:

Whereas: I believe that the 4-letter sea codes remove most of the ambiguity from the abbreviation Nor, and

Whereas: I believe that the GM throwing out orders due to a person using an unambiguous abbreviation is not a good thing, and

Whereas: I believe that Nor is the most 'natural' abbreviation for Norway,

Let it be Resolved: That Nor is Norway in the pages of Dot Happy, and

Let it be Resolved: That Nor will be considered Norway in orders that are sent to the game master of Dot Happy, and

Let it be Known: That on the Day of our Lord March 17, 1981, that I, Allen 'Dot Happy' Wells, have formed the 'Nor for Norwegians Fan Club', and

Let it be Known: That anyone sending a stamped, self-addressed envelope to said 'Dot Happy' Wells will become a member of the **Nor for Norwegians Fan Club**, will receive a certificate of membership, and will be eligible for all benefits of membership (ie: none). Furthermore,

Let it be Known: That a subscription to Dot Happy is not necessary for membership.

Publishers please note.

Game Openings and Standbys:

Here is my standby list. Quite a few, but the more the merrier. I want the chance for any individual player to be called to be small.

Jeff Albrecht, Mary Beck, John Caruso, Jim Gray, Scott Haiber, Bruce Hammer, Ron Kelly, Kevin Kozlowski, Jack Masters, Keith Mercer, Robert Olsen, Bernard Sampson, James Williams.

My thanks to you 13, but we can always use more. Let me know if you want to be added. Note that at present these standbys can only be called into one game since Annie and Daddy Warbucks are 'no-standby' games. Players in Sandy, look over the list, but be careful with your vetos because you only get two (and yes, of course Ron Kelly will not be called in as a standby in Sandy).

Dot Happy presently has one game opening. I think that I should probably give a better explanation than I did last issue of how I place people in games.

First, I try to get as much geographic distribution as possible, preferably everyone in different states (I consider northern California and southern California to be two different states for this).

Second, people not presently in a DH game get preference over people in a DH game.

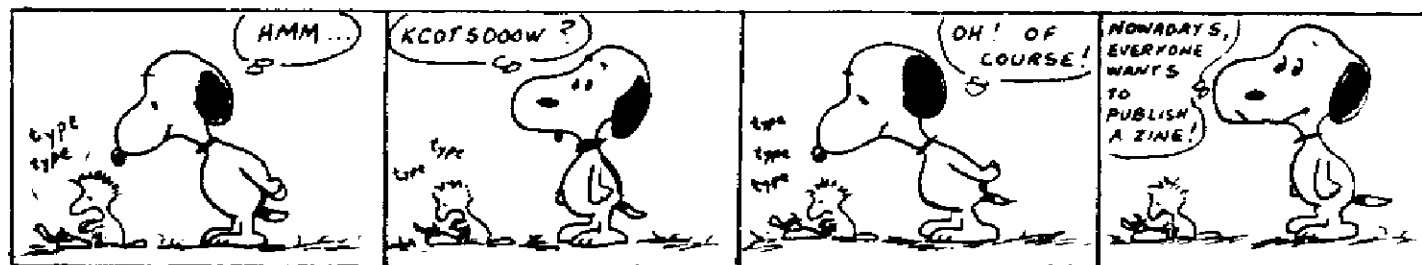
Third, people on the standby list get preference over people not on the standby list.

At present, there are nearly enough players signed up for a game-start although I need a few more. If you are on my list of people desiring a game, I will put a note in the inner cover of your zine. If you don't see a note there and you want to get in a game, or you see a note there and you don't, let me know. Note: I do not publish this list. This way people cannot enter a game just to be with some other player they want to either aid or stab.

I hope to get the first DH game-start by next issue.

After that I will begin to look toward the next game opening. I may try to start the variant next. My taste in variants tends to work toward 'simple' variants that don't deviate far from the standard game. I think that this has a number of advantages. First, the players in the game have a very good idea of what the game will be like, since it will have many of the elements of regular Diplomacy. Secondly, the less 'bizarre' the variant, the easier it seems to be to get people for it.

Let me know what you think.

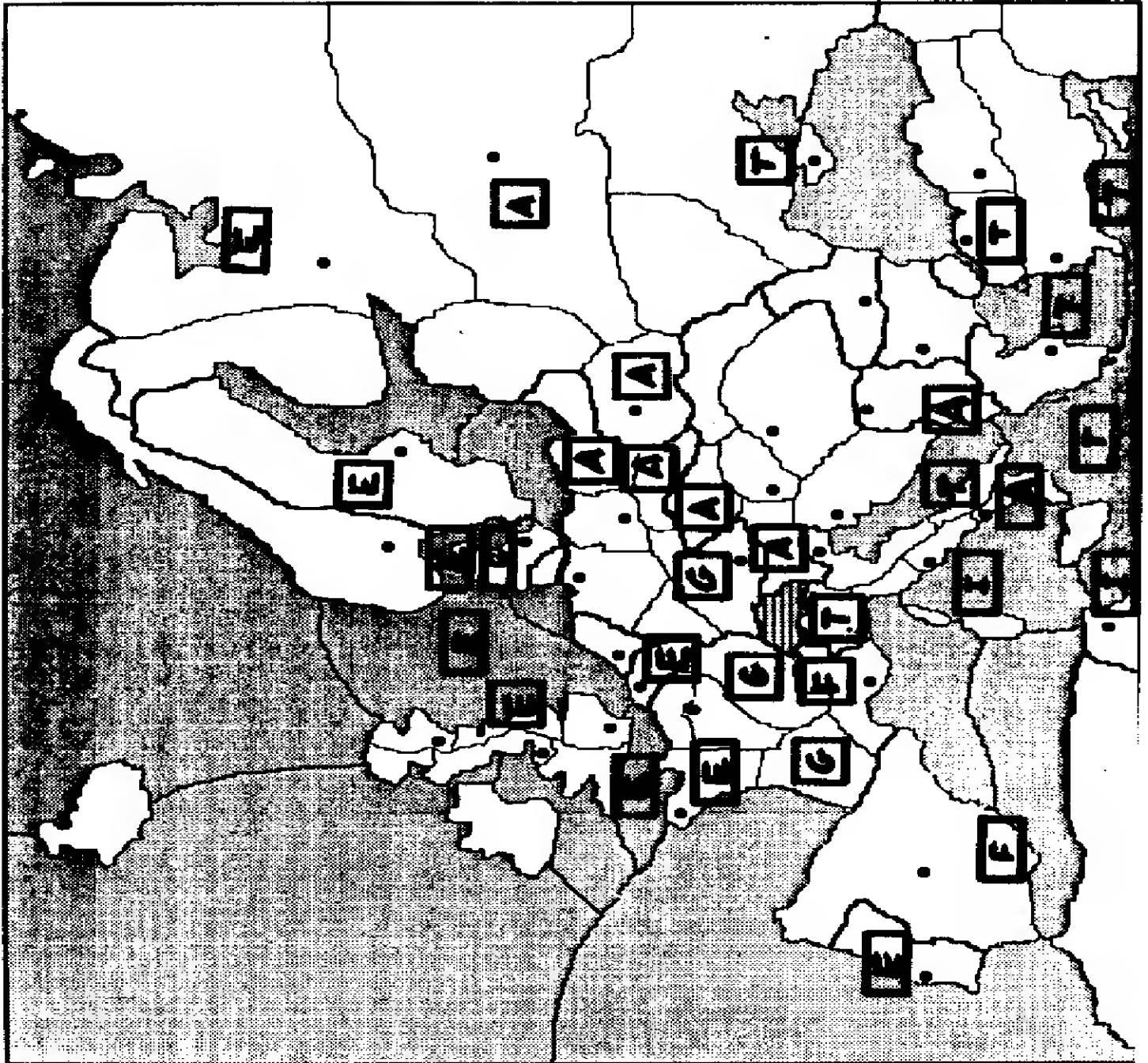


Thanks for the above adaptation to Jim Williams! Add one to your sub credit, Jim!

Annie:

Spring 1904

Fall 1904 Due on Thursday 23 April



German Prussian army annihilated ! Berlin seems about to fall!! Italy vacates homeland!!
Turkish fleets move toward a domination of the Med!

THE GAMES

Annie:

Spring 1904

A note to observers. In the adjudications for last winter, I mistakenly showed a F Lpl for England on the map, though I correctly reported an A Lpl in the adjudications. The mistake was reported to the players, and has been corrected on this map.

I am afraid to say that not only have I not heard from Kuszynski again, so he is now in CD. To encourage him to return, I will give him one more copy of DH, but this will be the last unless I hear from him.

Austria (McKnight):	<u>A Mos*-StP</u> , <u>A Liv-Pru*</u> , <u>A Sil*-Ber</u> , <u>A War*</u> S <u>A Liv-Pru</u> , <u>A Tri-Alb*</u> , <u>A Tyr*-Mun</u> , <u>F Rom-Nap*</u> , <u>A Vie-Boh*</u> ;
England (Swartz):	<u>F StPNC* H</u> , <u>A Nor-Swe*</u> , <u>F Skag*</u> S <u>A Nor-Swe</u> , <u>A Hol-Bel*</u> , <u>F Bre* H</u> , <u>F Por* H</u> , <u>F Edi-NSea*</u> , <u>F Lon-EnCh*</u> , <u>A Lpl-Yor*</u> ;
France (CD):	<u>A Mar*</u> , <u>F SpaSC*</u> ;
Germany (Stark):	<u>F Den*</u> S <u>Eng</u> <u>F Skag Swe</u> , <u>A Pru-Ber[d*]</u> , <u>A Mun*</u> S <u>A Pru-Ber</u> , <u>A Par-Gas*</u> , <u>A Bur*</u> S <u>A Mun</u> ;
Italy (Goodrich):	<u>F Nap-TyrS*</u> , <u>F Tun*-WMed</u> ;
Russia (CD):	<u>F Swe*</u> ;
Turkey (JFDunn):	<u>A Ukr-Sev*</u> , <u>F Con-AegS*</u> , <u>F IonS*</u> C <u>A Gre-Apu</u> , <u>A Gre-Apu*</u> , <u>A Ven-Pie*</u> , <u>*F Ank-Con*</u> , <u>F Smy-EMed*</u> ;

Deadline for Fall 04 is Thursday 23 April.

Constantinople-Vienna: So, even in Vienna it has become apparent that Turkish cooperation has been carried to the point of "excess"? No need for further babbling about promises and "concessions", total agreement at last! The Sublime Porte would like to take a look into the Austrian list of "client states" if only to insure that the "T" has been crossed in "Turkey". Si vis pacem...

Switzerland-World: I mistakenly gave the following press with the winter builds when it was meant for the spring moves. I apologize for the mistake, and I am re-running it for what it's worth. The GM takes 20 lashes with a wet noodle.

Vienna-London: Austria has no intention of disrupting the vital interests or territorial claims of England. However as regards the thinly protected northern border of Austrian held territory a purely defensive maneuver appeared necessary to assure that no land armies were brought within striking distance. This was necessary due to the escalated presence of English forces in Scandinavia.

Sandy:

Spring 1904

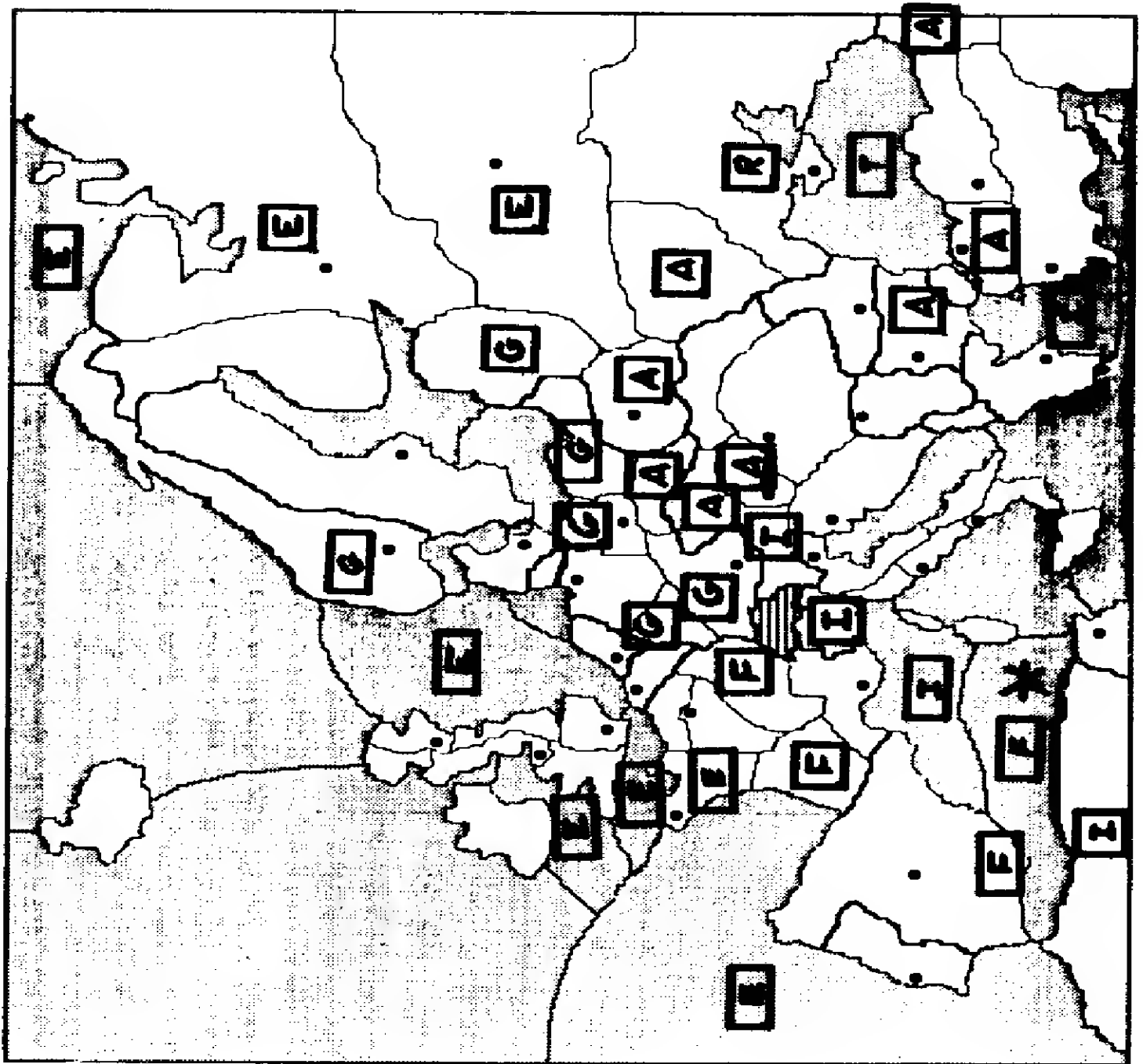
PLEASE NOTE COA FOR GIDDINGS!

Austria (Ragsdale):	<u>A Syr-Arm*</u> , <u>F Con*-Ank</u> , <u>A Bul* H</u> , <u>A War*</u> S <u>A Boh-Sil</u> , <u>A Gal-Ukr*</u> , <u>A Boh-Sil*</u> , <u>A Vie-Boh*</u> , <u>A Bud-Vie*</u> ;
England (Cunningham):	<u>F NSea*-Sinks</u> Austrian Sub in the Thames River[imp], <u>A Nor-StP*</u> , <u>F StPNC-BarS*</u> , <u>F NAtl-MAtl*</u> , <u>F Bre* S</u> , <u>F NAtl-MAtl</u> , <u>F EnCh*</u> S <u>F Bre</u> , <u>A Mos*</u> S <u>Ger</u> <u>A Liv</u> , <u>F Lpl-IriS*</u> ;
France (JADunn):	<u>A Pic-Bur*</u> , <u>A Bur-Gas*</u> , <u>F SpaSC*</u> S <u>F MAtl-WMed</u> , <u>F MAtl-WMed*</u> ;
Germany (Kelly):	<u>A Mun*</u> S <u>A Bur</u> , <u>F BalS-Pru*</u> , <u>A Liv*</u> S <u>Eng</u> <u>A Mos</u> , <u>F Swe-Nor*</u> , <u>A Hol-Rur*</u> , <u>A Ber*</u> S <u>A Mun</u> ;
Italy (Giddings):	<u>A NAtl-Spa</u> , <u>F WMed</u> C <u>A NAtl-Spa[r ???*]</u> , <u>F GLyo*</u> S <u>A NAtl-Spa</u> , <u>A Tyr*-Mun</u> , <u>F Smy-AegS*</u> , <u>A Ven-Pie*</u> ;
Russia (Lesch):	<u>A Sev*-Mos</u> ;
Turkey (Brown):	<u>F BlaS*-Ank</u> ;

Sandy:

Spring 1904

Fall 1904 Due on Thursday 23 April



Assasination attempted!! Austrian sub in London!! English HMS Dreadnaught finds itself on home patrol!! King George III look-alike contest started in Vienna! Turkey's last center is threatened! Central Europe becomes VERY crowded! Italy loses the Western Med!

Deadline for Summer/Fall 04 is Thursday 23 April.

Paris-Rome: "Thus it is well to seem merciful, faithful, humane, sincere, religious, and also to be so; but you must have the mind so disposed that where it is needful to be otherwise you may be able to change to the opposite qualities. And it must be understood that a prince, and especially a new prince, cannot observe all those things which are considered good in men, being often obliged, in order to maintain the state, to act against faith, against charity, against humanity, and against religion." Machiavelli

Sev-Lon: Take the knife you used to stab me with and sever your "hot line" to Russia; for the last time, We're not home.

London Times: An Austrian submarine was spotted at the mouth of the River Thames this morning. The Royal Navy called on the HMS Dreadnaught which was able to sink the bloody thing.

England-Nations of Europe: The Austrian Empire, in its greedy drive for world domination, proved once again that it will stop at nothing to achieve those ends. Fortunately, after sinking the sub, the HMS Dreadnaught was able to rescue the crewmen. Under intense questioning, the crewmen revealed the nature of their mission: They were to sneak into Buckingham Palace, assassinate our beloved King, and replace him with an imposter! (One of the crewmen bore an astonishing resemblance to King George III.) These men will be held for further questioning.

England-Austria: Your plan was a good one, but you made one mistake: Painting the submarine bright red made it very easy to spot!!

Italy-World: So much deceit in the world today. The Pope now enters upon phase two of his new crusade. He is asking forgiveness from above for the low, low diplomacy he was forced into the season passed, while at the same time proclaiming a new sense of honesty towards what allies the Vatican has left. For those interested, absolution is still for sale but mortal sins will cost the sinner at least a home SC apiece. For those who have no home SC's left, or are clinging to one: "See you in Hell, suckers!"

Vienna: All orphaned games should have it so good!

Switzerland: Thanks!

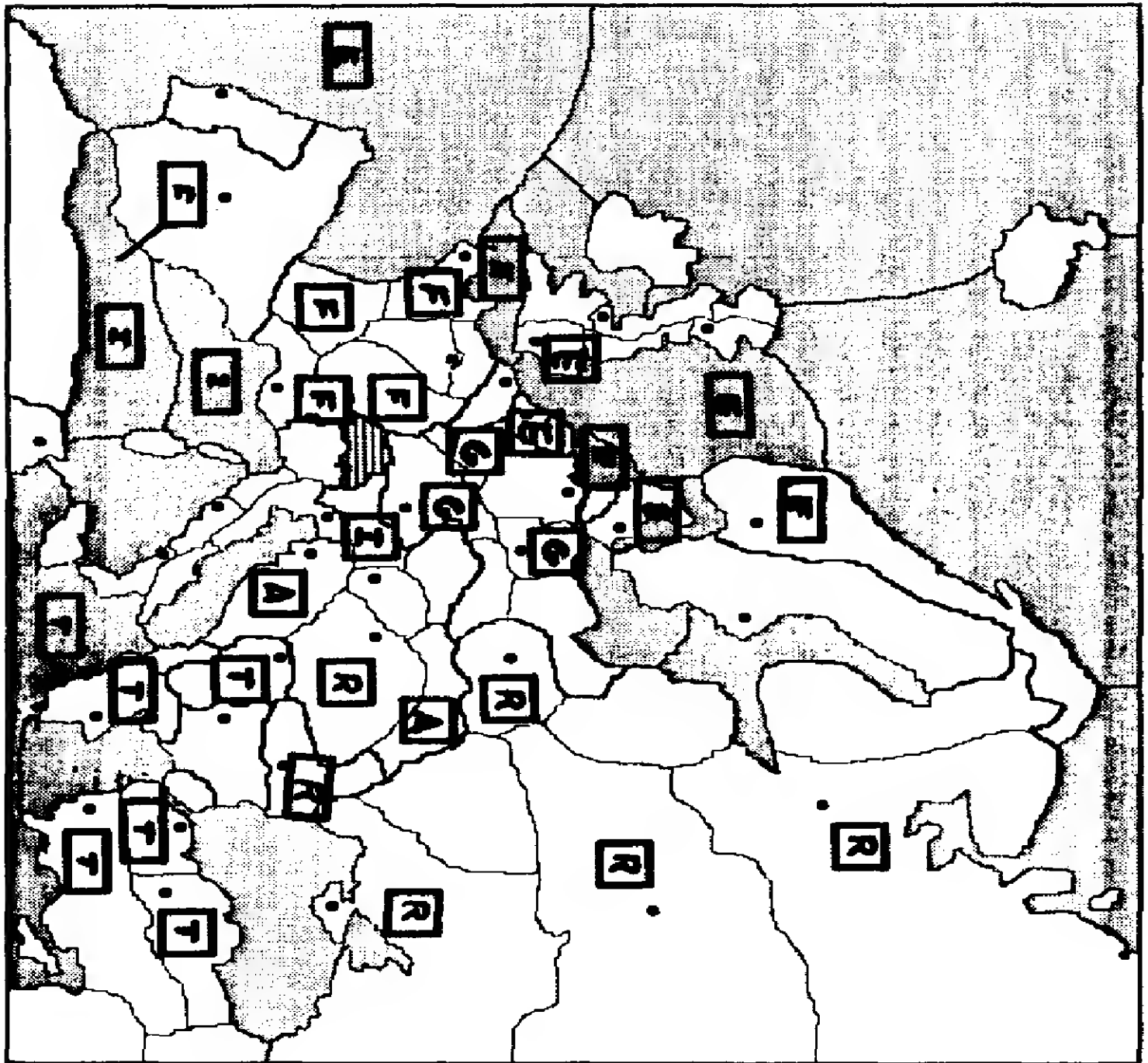
Daddy Warbucks: Autumn/Winter1904

I am afraid to say that not only have I not heard from Wildman and McKibbin, but I have not heard from Mark Kraft either, so they are all in CD. To encourage Kraft to return, I will give him one more copy of DH, but this will be the last unless I hear from him.

Austria (CD):	Vie, Tri, -Bud, -Ser	(2) No Change;
England (Miller):	home, Nor, Swe, Kie, -Bre,	+Den, +Hol
		(8) Builds: A Lon;
France (Grabar):	Par, Por, Mar, Spa, +Bre	(5) Builds: A Mar;
Germany (CD):	Ber, Mun, Bel, -Den, -Hol, -War	
		(3) GM Removes: A Liv, F Bel;
Italy (CD):	home, Tun	(4) One Short;
Russia (Albrecht):	StP, Mos, Sev, Rum, -Gre,	+Bud, +War
		(6) Builds: A StP, A Sev;
Turkey (JADunn):	Home, Bul, +Ser, +Gre	(6) Builds: F Con, F Smy;
Austria (CD):	A Gal*, A Tri*;	
England (Miller):	F Nor*, F NSea*, F HelB*, F Den*, A Hol*, F EnCh*, F MATI*, A Lon*;	
France (Grabar):	F SpaSC*, A Bre*, A Gas*, A Bur*, A Mar*;	
Germany (CD):	A Ber*, A Mun*, A Rur*;	
Italy (CD):	F WMed*, F GLyo*, A Tyr*;	
Russia (Albrecht):	A Mos*, A War*, F Rum*, A Bud*, A StP*, A Sev*;	
Turkey (JADunn):	A Ank*, A Ser*, F Gre*, F IonS*, F Con*, F Smy*;	

Deadline for Spring 05 is Thursday 23 April.

Daddy Warbucks: Autumn/Winter 1904
Spring 1905 Due on Thursday 23 April



Germany drops out, and now there are 4! Who's next?? Remaining powers prepare to fight over remaining spoils!! All of Italy is up for grabs as his centers not only go unguarded, but unoccupied!!

From he who sits above the Stone of Scone (England): We welcome our surviving members to this new chapter of our game. England is happy to be rid of the California connection.

- To Russia: Best wishes to a faithful correspondent.

- To France: May California slide into the sea taking you and your pig-sticker with it. Latet aguis in herba.

- To Turkey: You never did return our call, or even write. Are you becoming anti-social?

- To Germany (where-ever you are): Black is not beautiful. Your absence, if continued, is appreciated.

Paris-London: I told you I would ally. I built an army in Marseilles to show good faith and moved against Germany. Your move!

Plugs and Public Services

This is my chance to let the readers (you) know how I feel about zines I have seen and to provide public service announcements. If you have a zine that you want plugged, send a sample to me with a note to that effect. A warning: I plan to say what I really think about it and I plan to point out bad points as well as good.

Out of the responses I got from readers about particular parts of the zine, this seemed to be the favorite, so here we go again.

Diplomacy Digest:

Format: Digest, Soft-cover, Offset.

Publication: Monthly, but sometimes two months will be combined into one.

Fees: Sub = \$3.50/10 issues.

Pubber: Mark Berch, 492 Naylor Place, Alexandria, VA 22304

Games: None.

Diplomacy Digest is a zine which carries no games, but rather is a reading zine focusing on areas of hobby interest. Often articles will be reprinted, but often original material will be included as well.

A typical issue of DD will focus on some issue, topic, or controversy. Typical topics in the past have been stalemate lines, theme issues on a particular country, player-GM relations, and the Lexicon of Diplomacy. This month's issue is on Publishing.

Typically, Mark will decide on a topic and search through his rather intensive library of old zines to find things relating to it, or he might write original articles or reprint letters in some controversy. It can often lead to some rather interesting, amusing, or educational insights into the hobby's past while exploring present issues. There is also a large amount of input from Canadian and English zines reprinted.

One of the best things about DD is that if you sub, you can order back issues. I ordered about half the issues of DD ever published, and I am enjoying and learning from them all. I especially enjoy the Lexicon of Diplomacy and the issues on stalemate lines.

I think that the novice can gain by getting and reading these back issues (did you ever hear of the "Beyarden Play"? Do you know what stalemate lines run through England?) while the experienced player will enjoy the perspective that DD gives.

The printing is very clean and very readable. Typical length is about 20 pages. I highly recommend it.

Have I convinced you to go send for a copy? I hope so, it's well worth it.

Peek:

Format: Digest, Firm-cover, Xerographic.
Publication: Unclear as yet, once per two months?
Fees: Sub = send lots of stamps
GM: Jane Proskin at: Occupant, PO Box 6824, Burbank, CA 91510
Games: None.

This seems bizarre, plugging two reading zines in one issue!

Peek has to be my favorite zine of all. Her "close looks" at Postal Diplomacy and the players in it have to be among the most valuable contributions to hobby lore yet. She has given us revealing looks into the lives of such top names as Jack Masters, Ron Brown, and Al Pearson, to name a few.

In addition, you get such features as a regular "pet of the month" (this month it was Pudge, a Kansas Rhino), letters, and some wonderful pictures. This month she moved from a regular digest-format to a larger format folded in a digest cover so we could all get a full page picture of Kathy Byrne "the innocent" and John Caruso "the angelic".

In this issue you also find out the true story of "Blueberry Whip" and see a picture of Kathy Byrne as a little girl (hard to believe that it was the same person). You will also find lots of letters.

The printing quality is excellent, and all in all, it is a joy to read cover to cover.

Speaking of the cover, it sports a picture of Jane herself taken through a keyhole (she doesn't say the keyhole to which room, though, I always did wonder ...) and she is obviously aware of and enjoying the photography! (Why else would she have a different picture on each issue?)

And anyone that has seen Jane will tell you that she is quite a sight worth seeing. Another nice point about her zine is that you will see her posing with her pet of the month.

Jane sends Peek free to anyone she feels is deserving. To assure that she thinks you are deserving, send some stamps to the address above, but address it to Occupant, not Jane. She is very shy when she is not around people.

Recently the number of people that she thinks are deserving has dropped drastically, mostly because a lot of people aren't taking her seriously. I can't see why! The thought that Peek is a Masters fake is absurd, he couldn't bend down far enough to take the picture through the keyhole! And the thought that he sent Al Rodriguez to take pictures is equally absurd, there is no way that Al would stop to take pictures with a sight like that in front of him!

Jane also seems to have an interest in the way I run DH! I got a note from her saying "Hi Love, I'm an orphan - will you take me in for a while?? ... (well, I'm not going to tell you everything) ... Jane".

The Chamber:

Format: Digest, Firm-cover, Xerographic.
Publication: Monthly.
Schedule: No games started yet.
Fees: Sub = \$4.50/10 issues, no game-fee, no NMR deposit.
GM: David Manuel, 10318 Oakgate Street, Bellflower, CA 90706
Games: Diplomacy, he's thinking about Third Reich.

The Chamber has to be the newest zine out. I got a sample of #1 yesterday! I was rather amused in looking through #1 to find little snippets of DH house rules as well as a plug for DH! It is interesting to think that I might have had an effect on the hobby with just my first issue.

Seriously, if you are interested in a cheap game, here is your chance. David is offering free games to try to get a sub list started and his zine off the ground.

While he may well be the youngest publisher in the business, I am told that he has been playing for 4 years, and he certainly has a lot of enthusiasm.

Issue #1 is a little dry, but issue #1's tend to be that way when you have to go through house rules and you haven't been blessed with ready made games to start with (like some people we know ...) As a beginning pubber he can use some support, so ask for a sample.

I will keep tabs on TC and run another review in a few months.

Public Service Warning:

A correction and a followup on the report about Xenogogic.

First, I was incorrect in saying that the quote last time came from Whitestonia. It came from St. George and the Dragon and it was reprinted in Whitestonia.

Second, Larry Peery has asked anyone who claims to not have gotten their money back from him to write him at PO Box 8416, San Diego, CA 92102. If any of you get money from him (or do not) let me know. I hope he is on the level, we could use another good zine and I have heard good things about Peery's abilities.

Reader Poll Results:

Here is the results of the last Reader Poll. I have attempted to make a crude analysis of the results. The results and comments are in italics. I have deleted answers that got almost no responses.

- 1) I think the house rules in DH where:
c) just right - *almost unanimous*
- 2) I think the concession proposal scheme described in the house rules:
a) provide better flexibility c) are not much different
- *about evenly split between the two*
- 3) I think the press scheme described in the house rules was:
a) too complicated b) not too complicated
c) will foster better press d) will not foster better press
- *the vast majority of the replies were b or c. A few votes were for a and d*
- 4) I think NMR insurance is:
a) a good idea - *almost unanimous*
- 5) I think the address labels for players in my game is:
a) a good idea c) I don't really care
- *mostly a with a few c's*
- 6) I think the maps with the games are:
a) a good idea - *almost unanimous*
- 7) I think DH notation is:
a) good c) clearer than other zines e) I don't really care
- *all three responses were about equal*
- 8) I prefer in my zines:
a) digest format (folded with firm cover like DH) c) I don't really care
- *both responses about equal*
- 9) I think that quality of print in a zine is:
a) very important b) important
- *in both this one and the next one, I was surprised. Almost 1/2 thought that the quality was very important*
- 10) I think that quality of print in DH is:
a) very important b) important
- *see above*

- 11) I would like to see DH try to:
 - a) stay offset b) use high quality xerography
 - a lot of a's, a few b's, and a lot of 'do what Allen wants'
- 12) I would like to see DH expand to:
 - a) over 50 b) 50
 - mostly a's with a number of b's
- 13) I would like to see DH expand:
 - a) quickly b) moderately
 - mostly b's with a number of a's
- 14) I think that the idea of the zine price going up due to a much larger zine is:
 - a) all right b) all right if it isn't by much
 - mostly b's with a number of a's. Surprisingly little resistance to a price raise.
- 15) I think that the idea of sending zines by lower class postage to save money is:
 - a) all right b) not all right
 - surprise again, over 1/2 favored this! Of course, now that third class is no longer a bargain, this is meaningless
- 16) I think that the idea of splitting the zine up into a bi-monthly zine is:
 - a) all right b) not all right
 - this also surprised me. slightly over 1/2 opposed. It certainly isn't worth the extra work to me if people don't want it.
- 17) I would like to see the print size get:
 - c) it is good now - almost unanimous
- 18) I would like to see the large print banners and spacing:
 - a) stay b) get smaller
 - most responses for a, a few for b
- 19) I thought DH#1 was:
 - a) good c) moderate e) classy
 - mostly a or e, a few c's
- 20) Please write here any general comments about the zine or any comments you have on things I didn't bring up with these questions.

- lots of things here, but not really anything that stood out.

I thank you all for replying. I think that I learned a lot. There are many things that I am doing that I am quite flexible on, and it is good to see how you all feel.

Probably one of the major results of this poll is that I have abandoned the idea of putting out DH twice a month since you all didn't seem to like the idea and it is a lot of work for me. Expect the format to pretty much remain the same.

I plan to expand DH at a moderate rate, probably until I get as many subbers as want to sub (I won't even dream about having to turn people away). Expect to see about 3-4 game openings from me, but spaced over the next six months to a year. I'm not in any real hurry.

I have gotten repeated warnings about avoiding burn-out. I plan to follow that advice. I feel that I have a good core of subbers and players, and any more that I add will be cream on the top.

Parting Shots

Here is my chance to wrap it all up. Hopefully by the time you read this, you will see that I have fixed the worst of my printing problems. In any event, you will know that I am working on it. Give me a few issues.

The problem with the mail is worse, and I don't expect to see much relief. Not soon anyway. This is a big problem for the hobby at large. Reasonable mail deliveries would make all of us happier. I don't know how much good making a stink will do, but it will at least give me the satisfaction of making a stink.

Hopefully, in future issues I will not have to spend so much time in introductions and boring things like house-rules. I hope to get some articles in here! Next issue I plan to write about the electronic mail Diplomacy games. If any of you have anything that

you want to write about, send it in. I do extend sub credits for published material.

I also hope to get some publishable letters to the editor. Remember, if you don't tell me it is publishable (or make it clear), I won't.

In order to try to stimulate some letters, consider the following. In a recent issue of Bersaglieri (Tom Mainardi's subzine in Emhain Macha) Tom makes the claim that the game-fees in DH were outrageous. On the other hand, I have gotten letters from some subbers (including one on the game start list) praising me for the fees and encouraging me to keep them high.

Obviously there is a rather marked difference of opinion here. My main rationale in charging the high game fees is that my costs are higher since I try to do more. My NMR deposit was made deliberately high to discourage people from taking up a game unless they really wanted to play in it.

On the other hand, Tom seems to be of the idea that we should encourage hobby involvement as much as possible by keeping down costs as much as possible.

It seems to me that there is a need, or 'niche', for both types of zines. I am in 5 games and I think that this is about 2 too many. I enjoy playing a few games well, and I am upset if I cannot write almost everyone every season. On the other hand, many people play in 20-30 games, or even more, and enjoy it. Furthermore, I think that it is important to have both types of zines in the hobby even just for me. I like a variety of styles of games and zines.

When I entered the hobby, my hope was that the hobby was big enough that it could support a little more diversity in its zines. From the response I have gotten, I would say that I was right.

I realize that I am setting myself up for charges of 'elitist' and 'profiteer', but I don't think that this is true. I am certainly not making any money off this, nor do I expect or hope to. And while it may be true that these fees would be too expensive for a person's entire hobby involvement, I am certainly not trying to drive less expensive zines out of the market (surely a futile idea), but rather to complement them and give players more options. There are certainly enough game openings in the hobby now that players do not need to play here unless they want to.

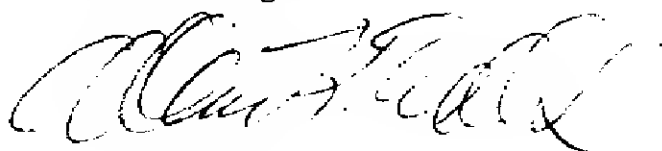
What do YOU think??

Before I close, I want to thank Arye Gittelman who is helping me with this issue. You will probably notice that this issue has less typos than last, this is due to him. Arye was the state champion speller from, well, er, he just told me not to say, so I won't, but suffice it to say that in addition to being one of the best Tiddlywinks players in the United States, he is also a much better speller than I. Thanks Arye!!

Arye wants me to tell you he was the National Pairs Champion of North America in Tiddlywinks for 1980. He hopes to repeat in the National Pairs Championship coming up this next month. Good luck!

Well, if he is going to have me say that, I will also tell you that he was the state champion speller for New York!

I also want to take a minute to pay tribute to Al Rodriguez. Al, every player that has mentioned you to me has said what a good GM you are and praised the way you ran these games. I want to publicly thank you for the way you handled the transition. I have had no troubles, and you are a good part of the reason. Thanks, and I hope that some day your hobby involvement can increase again.



the Tank-Driver

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- ☒ This is a sample *-COURTESY COPY*
- ☐ I solicit a trade
- ☐ I solicit a plug
- ☐ Time to renew
- ☒ See page 14
- ☐ Please stand by in game _____